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PATENT SPECIFICATION



Application Date: Dec. 12, 1922. No. 33,951/22. 211,283

Complete Left: Sept. 12. 1923. Complete Accepted: Feb. 21, 1924.

PROVISIONAL SPECIFICATION.

Apparatus for use in Playing Games of Skill.

We, CHARLES LANE, BELTON TATTNALL HAMILTON, and THOMAS MURPHY, all of 5 and 6, Eden Street, Hampstead Road, London, N.W. 1, all British subjects, do 5 hereby declare the nature of this invention to be as follows:—

This invention relates to apparatus for use in playing games of skill, and comprises a horizontally disposed table disc or board, mounted so as to rotate about a vertical spindle or axis, and provided with means such as a knob, handle or driving band or gear adapted to be operated or controlled by hand to control the starting and stopping and the speed of

revolution of the table.

The upper surface of the table is pre-ferably concave. Around, but separated from the periphery of the table, arranged 20 in circular disposition, are a series of stationary pockets or divisions close to and preferably slightly below the level of the outer edge of the table. These pockets are of such size as to accom-25 modate spherical balls which are used in The pockets are each numthe game. bered with different numerical values. The game is played by placing a ball on the table and by gently spinning the 30 table the ball is induced under the influence of centrifugal force to climb the concave surface of the table until near the outer edge or periphery, it is then retained by the player in this position by
35 control of the spinning speed until tangentially opposite to the pocket into which it is desired to project the ball. When in the correct position a sharp flick forward or acceleration of the table in 40 the direction of revolution with an instantly following flick backwards will cause the ball to travel tangentially off the table into the desired pocket. Great skill and care are required to be 45 exercised to get the ball gradually near the edge of the table in correct position before being finally flicked off, and additional skill is necessary to time the flick at the correct moment when tangentially opposite the desirable pocket. The game 50

may be played in various ways.

For instance, two or more players may

play against each other by pre-arrangement each player having a predetermined number of balls, the winner being 55 the individual who scores the highest aggregate according to the added numerical values of the pockets into which the balls are placed, or as an alternative a prize may be allotted to the player, each 60 player alternately manipulating a ball, who first places a ball in a predetermined pocket. In other cases each player may be provided with a revolving table and a ball or balls and may all play simul- 65 taneously, thewinner being individual who scores the highest aggregate with the number of balls provided. In some cases some of the pockets may be arranged to be blanks having no numerical value. In some cases, to prevent cheating, it is desirable that once the ball has gone into a pocket it cannot be tampered with or removed by the player until it has been seen and the 75 numerical value of the pocket ascer-teined by a checker or umpire. In these latter cases the revolving table may be enclosed in a sealed box having a glass top so arranged that the table, ball and 80 pockets may be seen but not touched, means being provided for dropping the hall down a shute or the like on to the table and with further means for rotating the table by a shaft or other suitable 85 mechanism passing through a hole or slot in the top, bottom or side of the casing with a manipulating handle or knob exterior to the casing. In some cases the pockets may have removable bottoms 90 or sides so arranged, that after one or more balls have been placed in a pocket or pockets, the umpire controlling the game may be able, by suitable means,

incapable of being operated by the players, to remove the bottoms or sides to allow the balls to drop through into a drawer, hopper or shute situated below 5 the tables or in the bottom of the casing. A suitable means of accomplishing this purpose is to form the pockets in the shape of a series of circular holes arranged in a circle around the edge of the revolv-10 ing table cut to coincide with each other through two discs or plates, one or other or both being capable of being rotatably moved in reference each to each, the holes in the top plate forming the sides
15 of the pockets and the interspaces
between the holes in the lower plate
forming the bottom of the pockets when the holes in the two plates do not register in such manner that when one plate is 20 moved to bring the holes into register the balls are allowed to drop through into a and drawer or shute as described.

In some cases the apparatus may be arranged so as to act in an automatic or semi-automatic manner, the pockets or some of them being provided with means whereby, when a ball falls into the

pocket, a lever, spring or other device is operated to release a prize or return the players' money, means being provided whereby the ball or balls in any of the pockets are returned to the disc, for replay, on the insertion of a fresh coin.

The table or rotatory playing surface may be plain, corrugated, or may be provided with obstacles, trackways, or the like, whereby the passage of the ball to the periphery may be lengthened, obstructed or rendered tortuous.

Instead of a table we may employ a tube in which the ball may travel out radially to be discharged into one of the pockets.

Generally it may be stated that the apparatus comprises a rotatory carrier for a ball or the like and stationary receptacles around the carrier for the receipt of the ball when projected by the action

of the player in the rotatory carrier.

Dated this 12th day of December, 1922.

DICKER & POLLAK, Chartered Patent Agents, 20-23, Holborn, London, E.C. 1, Agents for the Applicants.

COMPLETE SPECIFICATION.

Apparatus for use in Playing Games of Skill.

We. CHARLES LANE, BELTON TATTNALL 55 HAMILTON, and THOMAS MURPHY, all of 5 and 6, Eden Street, Hampstead Road, London, N.W. 1, all British subjects, do hereby declare the nature of this invention and in what manner the same is to be performed, to be particularly described and ascertained in and by the following statement:

Apparatus for use in playing games of C5 skill has been proposed wherein a rotatable dished disc is arranged within a stationary board provided with a series of numbered compartments or holes arranged concentric with the disc and 70 adapted to receive and retain a ball therein when thrown off from the surface of the disc when the latter is rotated. In another form of apparatus a flat rotatable disc is provided with a central tubu-75 lar tower into which the ball or balls are delivered and from which they escape through a lower lateral hole when the disc is rotated.

According to the present invention in improved apparatus the above features are combined, and means are also. provided for retaining and releasing the balls deposited in the numbered compartments so'that at the end of the game cr 85 when the disc ceases spinning the player

can see the score he has made, whereupon the balls can be quickly released and collected for further play, or allowed to accumulate below the disc. The invention therefore consists in the combination of an inner central rotatable member having a concave upper surface, an outer stationary circular member having a series of holes or compartments adapted to receive a ball projected centrifugally from the central member when the latter is rotated and a hollow central shaft into which the ball to be projected is dropped, and from whence it passes out centrifugally on to the rotatable member integral 100 with the shaft.

The upper surface of the table is con-Around, but separated from the periphery of the table, arranged in circular disposition, are a series of station- 105 ary pockets or divisions close to and preferably slightly below the level of the cuter edge of the table. These pockets are of such size as to accommodate spherical balls which are used in the 110 game. The pockets are each numbered with different numerical values. game is played by placing a ball on the table and by gently spinning the table the ball is induced under the influence of 115 centrifugal force to climb the concave

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surface of the table until near the outer edge or periphery, it is then retained by the player in this position by control of the spinning speed until tangentially opposite to the pocket into which it is desired to project the ball. When in the correct position a sharp flick forward or acceleration of the table in the direction of revolution with an instantly fol-10 lowing check will cause the ball to travel tangentially off the table into the desired pocket. Great skill and care are required to be exercised to get the ball gradually near the edge of the table in correct posi-15 tion before being finally flicked off, and additional skill is necessary to time the flick at the correct moment when tangentially opposite the desired pocket. The game may be played in various ways. For instance, two or more players may

play against each other by pre-arrangement each player having a predetermined number of balls, the winner being the individual who scores the highest aggre-25 gate according to the added numerical values of the pockets into which the balls are placed, or as an alternative a prize may be allotted to the player, each player alternately manipulating a ball, 30 who first places a ball in a predetermined pocket. In other cases each player may be provided with a revolving table and a ball or balls and they may all play simulthe winner being the taneously, .35 individual who scores the highest aggregate with the number of balls provided. In some cases some of the pockets may be arranged to be blanks having no numeri-In some cases, to prevent cal value. cheating, it is desirable that once the ball has gone into a pocket it cannot be tampered with or removed by the player until it has been seen and the numerical value of the pocket ascertained by a 45 checker or umpire. In these latter cases the revolving table may be enclosed in a sealed box having a glass top so arranged that the table, ball and pockets may be seen but not touched, means being pro-50 vided for dropping the ball down a shute or the like on to the table and with further means for rotating the table by a shaft or other suitable mechanism

passing through a hole or slot in the top, 55 bottom or side of the casing with a manipulating handle or knob exterior to the casing. In some cases the pockets may have removable bottoms or sides so arranged, that after one or more balls CO have been placed in a pocket or pockets,

the umpire controlling the game may be able, by suitable means, incapable of being operated by the players, to remove the bottoms or sides to allow the balls to 65 drop through into a drawer, hopper or

shute situated below the tables or in the bottom of the casing. A suitable means of accomplishing this purpose is to form the pockets in the shape of a series of circular holes arranged in a circle around 70 the edge of the revolving table, these holes being cut to coincide with each other through two discs or plates, one or other or both being capable of being rotatably moved in reference each to each, the holes in the top plate forming the sides of the pockets and the interspaces between the holes in the lower plate forming the bottom of the pockets when the holes in the two plates do not register in such manner that when one plate is moved to bring the holes into register the balls are allowed to drop through into a drawer or shute as described.

In some cases the apparatus may be arranged so as to act in an automatic or semi-automatic manner, the pockets or some of them being provided with means whereby, when a ball falls into the pocket, a lever, spring or other device is. operated to release a prize or return the In the case of a coinplayers' money. freed form of apparatus means would be provided whereby the ball or balls in any of the pockets are returned to the disc, for replay, on the insertion of a fresh

The table or rotatory playing surface may be plain, corrugated, or may be 100 provided with obstacles, trackways, or the like, whereby the passage of the ball to the periphery may be lengthened, obstructed or rendered tortuous.

Instead of a table we may employ a 105 tube in which the ball may travel out radially to be discharged into one of the pockets.

Generally it may be stated that the apparatus comprises a rotatory carrier 110 for a ball or the like and stationary receptacles around the carrier for the receipt of the ball when projected, by the action of the player, from the rotatory carrier.

An embodiment of the invention will 115 now be described with reference to the accompanying drawing, in which:

Fig. 1 represents a central vertical section of the apparatus,

Fig. 2 being a plan thereof. From a base 1 projects upwardly a central vertical tubular hearing 2 for the stem 3 of a rotatable table 4. This stem 3 is prolonged upwardly by a tube 5 having a lateral hole 6 (or it may have 125 more than one hole) situated above the top of the stem, and having a flaring mouthpiece or hopper 7, through which the balls used in the game are delivered on to the table 4, and which mouthpiece 130 also acts as the means by which the tube, and with it the table 4, may be spun.

The upper surface of the table 4 is concave, and its outer edge is shown as 5 bevelled, but it may be flat, or upwardly

or downwardly inclined.

Around the circumference of the table 4 is a stationary ring 8, having a series of openings 9 all round the table, on 10 about the same level as the upper surface thereof. Radial plates, wires or divisions may be arranged between each hole and its neighbours.

The ring 8 is stamped out from sheet 15 metal, and is constituted by the inner horizontal circular portion containing the holes 9 referred to, and an outer vertical portion 10 which is secured to the wall 11, or outer casing of the apparatus.

Below the ring 8 is a circular ring 12 20 which acts as a support for the balls when they pass into the holes 9. This ring is provided with a series of holes 13 which, by a slight rotating movement of 25 the ring, can be brought in alignment with the holes 9, when it is desired to discharge the balls in the holes into the lower part of the apparatus, from whence they can be removed through a closable 30 opening.

The ring 12 is supported and guided between the horizontal portion 8° of the ring 8, and brackets 14, between which the outer circular edge 12ª of the ring 12

engages. An arm or handle 15 is attached to the ring 12, its outer end 35 engages. projecting through the wall of the casing to act as the means whereby the ring 12 may be rotated to a small extent to enable 40 the balls in the holes 9 to drop through

into the base, or on to a delivery chute, a suitable spring (not shown) being provided to return the handle to its original position.

Each hole 9 in the ring 8 is numbered, these numbers being shown on the part

8° of the ring.

The casing is provided with a glass cover 16 to prevent tampering with the apparatus when in use.

Instead of a series of holes in the stationary ring we may provide a series of flaps or doors against one of which the ball, when projected beyond the end of the table, will strike and pass through, the door being so arranged that it will not allow the ball to return, or means may be provided to retain the ball in the

compartment.

Having now particularly described and 60 ascertained the nature of our said invention and in what manner the same is to be performed, we declare that what we claim is:-

1. Apparatus for use in playing a game 65 of skill, consisting of the combination of an inner central rotatable member having a concave upper surface, an outer stationary circular member having a series of holes or compartments adapted 70 to receive a ball projected centrifugally from the central member when the latter is rotated and a hollow central shaft into which the ball to be projected is dropped, and from whence it passes out centri-)75 fugally on to the rotatable member integral with the shaft substantially as

2. Apparatus for use in playing a game of skill as set forth in Claiming Clause 1, 80 in which below or beyond the stationary circular member a movable ball-retaining and releasing member is arranged, substantially as described.

3. Apparatus for use in playing a game 85 of skill, substantially as described or as illustrated in the accompanying drawings.

Dated this 12th day of September, 1923.

DICKER & POLLAK, Chartered Patent Agents 90 20-23, Holborn, London, E.C. 1, Agents for the Applicants.

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